

CROAK CONJOINED TWIN

PREREQUISITES: CROAK, GIFTED, STARTING CAREER

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	<p>Abilities: Conjoined (p. 25)</p> <p>Connections: Connections (croak tribe)</p> <p>Military Skills: Hand Weapon 1 or Thrown Weapon 1</p> <p>Occupational Skills: Detection 1, Lore (arcane) 1, Survival 1</p> <p>Spells: Bounder (p. 79), Mudfoot (p. 79), Venom</p> <p>Special: A character who chooses Croak Conjoined Twin as one of his two starting careers gains the Fast Caster Gifted archetype benefit.</p>
STARTING ASSETS	75 gc
CROAK CONJOINED TWIN ABILITIES	Conjoined (p. 25), Empower Weapon, Great Power, Haruspex, Powerful Attack (magical) (p. 26), Share the Load (p. 26)
CROAK CONJOINED TWIN CONNECTIONS	Connections (Blindwater Congregation), Connections (croak tribe)
CROAK CONJOINED TWIN MILITARY SKILLS	Hand Weapon 2, Thrown Weapon 2
CROAK CONJOINED TWIN OCCUPATIONAL SKILLS	General Skills 4, Survival 2
CROAK CONJOINED TWIN SPELLS	Spells from the Croak Conjoined Twin spell list

Comprised of a pair of twins—one a full-bodied protector, the other a malformed, parasitic lesser twin—the conjoined twin is off-putting to many who do not understand them. Seemingly a defect of nature, the conjoined twin is seen among croaks as an imperfect reflection of their god, a single entity who wields great sorcerous power gifted by its bizarre form. The malformed twin uses its strange nature to cast a variety of spells with great skill, from simple protections to devastating magical strikes. As the protector of the pair, the larger twin shares the burden of their sorcerous gift, ensuring that the lesser twin is not as heavily taxed by the effort of weaving spells.

Conjoined twins are revered among their fellow croaks, but they rarely rise to a position of leadership. Instead they often fill the role of sage or vizier to a dominant hunter. The words of a conjoined twin carry great weight, and they can sway a chief hunter's opinions in important matters. A conjoined twin is two personalities in one body, and the two can sometimes be seen arguing quietly with each other. Most who encounter them view them as aberrations and avoid eye contact with the malformed twin in favor of dealing with the larger twin. This revulsion can lead outsiders to underestimate these powerful croaks.

Playing a Croak Conjoined Twin: If the saying “Two heads are better than one” really resonates with you, play a Croak Conjoined Twin. Essentially two characters in one, Croak Conjoined Twins are powerful spellcasters with a range of abilities that let them control the battlefield better than many of their peers. The Croak Conjoined Twin career is not potent in combat beyond the power of the spells at its disposal, so a stronger combat career is ideal for those who plan to hold the front lines with their allies. Thanks to the abilities Conjoined and Share the Load, Croak Conjoined Twins can make the most of their arcane abilities. At the Veteran level, Powerful Attack (magical) allows a Croak Conjoined Twin to conserve arcane resources while blasting out attacks with boosted attack and damage rolls.

